

house rule!

RANGED COMBAT

Situation	BS mod	Description
Shooting at a large mark Sharpshooting	+10	Mark's bigger than 8 feet : roof, haystack, sail, ogre, troll, etc. Marksman (not archer) spends 1 round aiming (non-cumulative)
Shooting at a group	+5 per member	A "group" exists when 2 or more targets are less than 4 yards apart. Thus 2 members = +5 BS, 7 members = +30 BS
Shooting at a moving mark		Mark is moving but <u>not</u> consciously evading the marksman
Shooting at a mark behind soft cover		Mark is <u>slightly</u> hidden by long grass, undergrowth, trees or in a group of 3 or less (a small fight)
Targeting a small mark		Mark is 1 yard in size: window, barrel, sack, haystack, etc.
Shooting in poor conditions		Raining, gusting, poor light (fog, twilight, moonlight), etc.
Shooting while moving at cautious rate	-10	Aiming while creeping along, from a trotting mount, from rattling vehicle, from a bobbing vessel (gentle waters)
Hurling an improvised missile		Throwing handy objects never crafted to be thrown: e.g. stools, jugs, bottles, flasks, torches, stuffed animals, etc.
Shooting with the off-hand		Irrelevant if the marksman is <i>Ambidextrous</i>
Taking a long shot	-10, -1 ES	Mark lies at <u>long</u> range (see <i>Ranged Weapons Table</i>)
Shooting an evading mark*		Mark is evading the marksman (see definition below)
Shooting at a mark behind hard cover		Mark is <u>partially</u> hidden by stone or brickwork, walls, battlements or within a "group" (if missed, see rules below)
Shooting a very small mark	-20	Mark is 1 foot in size: lantern, keg, water skin, faggot, etc.
Taking a called shot		Aiming for a specific part of the victim's body
Shooting in harsh conditions		Pouring rain, high winds, dark night (clouded moon), etc.
Shooting while moving at standard rate		Aiming while walking, from a cantering mount, from a jolting vehicle, from a rocking vessel (rough waters)
Taking snap shots	-20, -1 ES	Doubles weapon's rate of fire but <u>only</u> if it's Load/Fire is 1
Shooting at extreme range	-20, -2 ES	Mark lies at <u>extreme</u> range (see <i>Ranged Weapons Table</i>)
Shooting at a tiny mark		Mark 1 inch size: arrow slit, rope, handheld object, strap, etc.
Shooting in dire conditions	-30	Complete darkness: moonless night, underground, etc.
Shooting while moving at running rate		Aiming while running, from a galloping mount, from a thundering vehicle, from a rolling vessel (stormy waters)

*Marks that run and take evasive action by zigzagging. This only occurs if the creature is smart enough to evade (**Int** test if GM is unsure). Evading marks only travel 75% the distance of one running at full tilt. However, in all other respects (*Risk* tests, slowing due to fatigue) evasion counts as full running speed.

Missing a target within a group

If a character aims at a target in a group and misses, they might hit another member:

1. Add +5 BS for every member of the group after the first (see *Targeting a group*)
2. If the BS roll falls within this margin, then the missile struck another member
3. Determine the victim randomly by rolling an appropriate dice



Effective Strength

- For ranged combat, use the weapon's Strength plus any modifiers (range, armour piercing, etc.)
- For melee and unarmed combat, use the skill of the attack, i.e. the Degree of Success of the WS roll:
 - a **Lucky Blow** glances with an *Effective Strength* of zero
 - a **Good Blow** hits with half Strength
 - a **Great Blow** strikes at full Strength
 - an **Amazing Blow** smashes with x1.5 Strength

Attack's Effective Strength	Impact on armour	Damage to victim
<u>Lower</u> than mark's AP	Glances/Ricochets off	None (I test to spot shooter)
<u>Equal</u> to mark's AP	Dents it/Stuck in	<u>Half</u> damage (minus AP)
<u>Higher</u> than mark's AP	Penetrates/Crushes (-1 AP)	<u>Full</u> damage (minus AP)

GENERAL RULES

house rule!

Difficulty Modifier	Very Hard -40	Hard -30	Tough -20	Tricky -10	Normal -	Simple +10	Easy +20	Very Easy +30
Test result	31+	21-30	11-20	1-10	0-9	10-19	20-29	30+
Definition	Horrific	Terrible	Bad	Unlucky	Lucky	Good	Great	Amazing~
Narrative	Failed + injury	Failed + mishap	Failed	Fail but godsend	Pass but pure luck	Passed	Passed in style	Passed + bonus

Cost of 1% stat increase vs. Career

Range	Within*	Outside*
+1 → +10%	10 XP	20 XP
+11 → +20%	20 XP	40 XP
+21 → +30%	30 XP	60 XP
+31 → +40%	40 XP	80 XP

* Advance Scheme of Current Career

Armour

Type (body, limb head)	Protection*	Hindrance*^
Jerkin/Gambeson Cap	1 AP	none
Hauberk Coif , Helmet/Hat	2 AP	none but heavy
Brigandine/Scale Sallet	3 AP	-5 I & Dex
Plate Helm/Bascinet (c)	4 AP	-10 I & Dex

*Cumulative (2 layers max) ^Per limbs & head doubled

Surprised!

- Suspicious prey lose 2 D10 *Effective Initiative* for the first round.
- Unwary victims must test **Initiative**:
 - Pass**: they're *stunned* (-10 to tests)
 - Fail**: they're *prone* (-20 to all tests)

Take-up actions

Weapon size & type	Penalty
Daggers & pistols	-10 I to draw & attack
Hand weapons	-20 I to draw & attack
2-h arms, shields & switching	1 A to draw & ready
Bows	1 round to pull out, brace & string
Armour	2 rounds per AP to don, 1 if Dex test passed



Any damage is deducted directly from the victim's Wounds, i.e Toughness is ignored! To compensate, each body location has its own W pool equal to the victim's W score...

Ulric's Fury

When a **WS/BS** roll passes on a double (11, 22, 33 ...) this indicates that the blow is remarkably devastating:

- If parried, it ruins the parrying weapon (*improvised*)
- If armoured, it wounds and damages armour (-1 AP)
- If neither, it inflicts double damage!

Injury summaries

W	Description	Pain	Impact
≥ 4	<i>Lightly</i> wounded	Sore	-
2-3	<i>Heavily</i> wounded	Hurting	-1 / -10
0-1	<i>Severely</i> wounded	Agony	-2 / -20
< 0	<i>Critically</i> wounded	Numb	<i>Critical Table</i>

Trauma

- If damage exceeds a victim's **Toughness**, the victim suffers *trauma*
- Determine the extent of *trauma* by rolling the victim's **Toughness** - **damage** inflicted:

Location	Passed	Failed	Horrific failure
Head**	Stinging	<i>Stunned</i> (-10 to <u>all</u> tests for a few moments)	Knocked Out! (<i>prone</i> for a few minutes)
Arm	Aching	Dead Arm (-10 WS for 1 round)	Sprained Wrist (drops item <u>and</u> incapacitated)
Body	Pained	Gasping (miss next action/attack)	<i>Winded</i> (-20 to <u>all</u> tests) & knocked back a few feet
Leg	Twinge	Dead Leg (-10 I , -1 Mov & -10 WS)	<i>Floored</i> (-20 to <u>all</u> tests) & pass Dex test or drop any handheld item(s)

** *Strike to Stun* halves penalty for targeting head & blows stun more (victims suffer -10 to their T test)

Ranald's Curse

Doubles (00, 99, 88, etc.) rolled on a failed **WS/BS** test indicate the attacker has fumbled his attack. Depending on the weapon, consult the relevant *Fumble Table* to determine the consequences.

Damage to arms & armour

A weapon, shield or piece of armour is significantly damaged (-1 AP) if it:

- Suffers 10 damage or more
- Takes a blow from *Ulric's Fury*
- Parries a blow with *Ulric's Fury*, i.e. attacker's weapon is damaged

MELEE COMBAT

house rule!

Situation	WS	Other	Description
Prone target	+30	location at will	Unsuspecting or immobile victims are considered far easier to hit than those actively dodging, weaving and retaliating
Overwhelming	+20	-	Attacking an opponent who is outnumbered 3 to 1
Charging		+1 dmg	<ul style="list-style-type: none"> Requires running (risky in certain conditions) Advantages only apply to the first Attack Chargers <u>can</u> parry or dodge but it's tougher (-20)
Winning	+10	+10 I	When a fighter inflicts or parries <u>more damage than his foe</u> , he gains a precious advantage <u>if</u> he advances by a few feet
Flanking		-	Attacking an opponent who is outnumbered 2 to 1
Higher ground		-	Attacking an opponent who is significantly lower: e.g. target is <u>floored</u> , attacker is mounted/upon a table/atop stairs, etc.
Stunned fighter		-	Fighter is shocked due to surprise, fear or head trauma
Obstacle		-	Opponents behind a tree, pillar, low wall, furniture or similar obstacle are harder to hit
Off-hand attack	-10	-	Attacks with the off-hand (off-hand <u>parries</u> are unhindered)
Poor conditions		-	Situation where melee is <u>badly</u> hampered: e.g. <u>difficult ground</u> (stairs, woods, debris, icy, sloped), dark (clouded moon), etc.
Improvised weapon		D2/3/4 dg	Fighting with handy objects: e.g. jug, torch, rock, stool, etc.
Aimed strike		-	Striking a specific part of the body (<i>Strike to Injure</i> = -10 WS)
Difficult conditions	-20	-1 dmg	Situation where melee is <u>severely</u> hampered: e.g. <u>floored</u> , cramped (ship, tunnel), waist-deep mud/water/snow, etc.
Chink in the armour		-	Stab at gaps to bypass <u>outer</u> armour (<i>Strike to Injure</i> = -20 WS)
Dire conditions	-30	-2 dmg	Situation where melee is <u>horribly</u> hampered: e.g. complete darkness (moonless night/underground), underwater, etc.

Attacking

	Attack	Parry	Dodge	Cost
Bold attack ² (Thrust/Hook)	+10 WS	-20 WS	-20 I	100 XP
Swift attack (Cut/Hack/Jab)	-	-	-	Free
Defensive stance ³	-20 WS	+10 WS	+10 I	100 XP

² Cannot attack lateral targets without turning (1 **Attack**)

³ Holds their attack for a parry, dodge or riposte (counter-attack)

Unarmed combat

Proficiency	Initiative	Attack	Damage	Parry	Grappling
Unskilled	-20	-10 WS	D2	-30 WS	-10 WS
Street Fighting	-20	-	D3	-20 WS	-10 WS
Wrestling	-20	-	D2	-20 WS	-

Grappling

- A grapple is a *tricky* (-10 WS) unarmed **Attack** that immobilises (no damage) the victim unless they wriggle out (opposed **Dex** tests)
- Once grappled, both wrestlers are considered *prone*
- For each **Attack** thereafter, the wrestlers must roll **Strength** tests:

Attacker	Victim	Effect
Passed	Passed	Violent deadlock...
Passed	Failed	Attacker can lock (2D3W), throw (3-D6W, <u>floored</u> & Dex test or drop handheld items) or <u>choke</u> ¹ (if head) victim
Failed	Passed	Victim breaks the hold and escapes!
Failed	Failed	Clumsy stalemate...

¹ A choked victim must pass *tricky* (-10) **Toughness** test or start suffocating

Units of time~

An instant
A moment
A few moments
A minute
A few minutes
Quarter of an hour
Half an hour
An hour
A few hours
Morning/ Afternoon
A day
A few days
A week
A few weeks
A month
A few months
A season
Half a year
A year
A few years
A decade
A lifetime

~ 4≥ DoS = an *Amazing* feat = **faster** (-1 time) **or better** (+1 quality)

Parrying

- Anyone can parry but it requires a concerted effort (1 **Attack**)
- Parries with the “off-hand” incur no penalty to **Weapon Skill**
- A good parry deflects damage equal to the defender’s **weapon damage dice plus the skill of his parry**, i.e. +1 parried per DoS
- If a parry betters an attack, then the defender begins *Winning*!
- Multiple blows can be parried but only 1 parry per **Attack**



Dodging

- Anyone can dodge a blow but it takes a concerted effort (1 **Attack**) & remains *tough* (-20 **Initiative**)
- But skilled fighters (*Dodge Blow*) are better (once per round for “free”) and quicker (full **Initiative**)
- Also skilled fighters can dodge further attacks but it’s consuming (1 **Attack**) & *tough* (-20 **Initiative**)
- A successful dodge avoids all damage but leaves the dodger on the back foot (see *Defensive stance*)

Feinting

1. Attacker strikes (1 **Attack**) and seems to miss but in fact he’s drawing his target (opposed **WS** test)
2. If successful, the target’s left wide open to their next **Attack** (*prone*) and can’t dodge but can parry

Disarming

1. A *tough* (-20 **WS**) parry is required to “clinch” the foe’s weapon (*tricky* parry if skilled in *Disarm*)
- 2a. To disarm their weapon (flung several feet away), the attacker must win an opposed **WS** test
- 2b. To bind their weapon (neutralises both weapons), the attacker must win an opposed **Dexterity** test
- 2c. To seize their weapon (requires a free hand), the attacker must win an opposed **Strength** test

Recovering weapons

1. Nearby (less than 10 feet away) weapons/items can be quickly recovered but it requires 1 **Attack**
2. For every foot that the character reaches for the weapon/item, they suffer -10 **I** *Effective Initiative*
3. Further actions are possible in the same round but only if the character possesses further **Attacks**

Tripping

Fighters can trip/unsaddle an opponent but it’s *tough* (-20 **WS**) unless their weapon is hooked (-10 **WS**). If successful, the attacker ensnares his victim. Both now struggle via an opposed **Strength** test. If the attacker wins, the victim is *floored* (3/2D4-D6W) and must pass a **Dex** test per handheld item or drop it.

Strike Mighty Blow

Strikes with exceptional (+1) **Strength** but it’s gruelling, i.e. limited to [**Toughness**] blows per turn (min).

Fighting with 2 weapons

- Allows off-hand attacks but they’re *tricky* (-10 **WS**) unless the fighter’s *Ambidextrous* or trained (*Spec. 2W*)
- Makes off-hand parries *simpler* (+10 **WS**) but only if the parrying weapon is smaller than the main and if the fighter is specially-trained (*Spec. Weapon: Parrying Weapon*). If not, there’s no advantage.

Pushing back

A flurry of beats (parries) that drives an opponent back by [**damage parried**] feet in a chosen direction.

Withdrawing

- Allows fighters to disengage but only at *Cautious* rate and they’re left on the *defensive* (see above)
- Opponents who immediately follow-up gain the advantage of *Winning*, i.e. +10 **I** and +10 **WS**

Routing

- Offers the fastest retreat (up to *Running*) but each foe gets a “final stab” with the bonus of *Winning*
- Routers cannot parry, nor dodge any “final stab” but if they survive, they’ve escaped their foes!
- If the router is skilled at *Fleeing*, their foes only gain a “final stab” on passing an **Initiative** test...